

# Journal

**WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

**HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

**Twisted Metal: Black™ Tips and Hints**

**PlayStation®2 Hint Line**

Hints for all games produced by SCEA are available:

Within the U.S.: **1-900-933-SONY (1-900-933-7669)**  
\$0.95/min. auto hints, \$6.95-\$16.95 for tips by mail (subject to availability), \$5.00-\$20.00 for card recharge

Within Canada: **1-900-451-5757** \$1.50/min. auto hints  
Automated support is available 24 hours a day, 7 days a week.

This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone. Consumer Service/Technical Support **1-800-345-SONY (1-800-345-7669)** Call this number for help with technical support, installation or general questions regarding the PlayStation 2 game console and its peripherals. Representatives are available Monday – Saturday: 6AM-8PM (PST), Sunday: 7AM-6:30PM (PST).

PlayStation 2 Online: [www.scea.com](http://www.scea.com)  
Our news is always hot! Visit our website and find out what's happening—new titles, new products and the latest information about the PlayStation 2 computer entertainment system.

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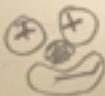
This Journal Belongs To:

FRANK McCUTCHEON

AK NO FCK

FEB 14

MY THERAPIST SAYS I SHOULD KEEP A JOURNAL; HE SAYS IT'LL MAKE ME FEEL BETTER. BUT I DON'T THINK ANYTHING'LL EVER REPLACE THE LOSS I'VE SUFFERED... SCREW HIM! WHEN I LOST SOMETHING TO WRITE ABOUT... I'LL LET YOU KNOW.



APRIL 19

YOU'RE NEVER GONNA BELIEVE WHO MY NEIGHBOR IS IN THE NEXT CELL. THAT JERK OFF CLOWN SERIAL KILLER FROM THE NEWSPAPERS... ALSO THEY CAUGHT THE FREAK, BUT HE KEEPS MUMBLING THE SAME WORDS OVER AND OVER...

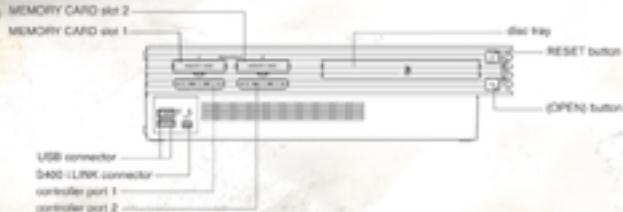
I WONDER IF I SHOULD BE WORRIED... THEN AGAIN, IF HE KILLED ME, I'D BE OUT OF THIS PLACE.

JUNE 19

WELL WHADDAYA KNOW? SOMETHIN' EVENTUALLY JUST HAPPENED. THIS GUY-CALLS HIMSELF CALYPSO - COMES INTO MY CELL. FROM THE LOOKS OF THINGS, HE KILLED ABOUT 15 GUARDS JUST TO GET TO ME. SAYS HE WANTS ME TO BE A PART OF HIS CONTEST, SAYS IF I WIN, I'LL GET TO CONFRONT THE MAN WHO DID THIS TO MY FACE.

STATISTICS  
**Injustice: The American Way**

# GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Twisted Metal:Black™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

**MACHINE**  
FOR THE ADDICT

## CONTROLS



The following describes the CLASSIC [default] control layout.

△	.....	Rear View
○	.....	Brake
×	.....	Tight Turn
□	.....	.Gas [press twice and hold for Turbo]
Directional Button ↑	.....	Forward
Directional Button ↓	.....	Reverse
Directional Button ←/→	.....	Steer
L1 button	.....	Cycle Weapons Left
R1 button	.....	Cycle Weapons Right
L2 button	.....	Fire Weapon
R2 button	.....	Fire Machine Gun
Left analog stick	..	Steering
Right analog stick	.	.Gas / Brake
R3 button	.....	Turbo
L3 button	.....	Tight Turn
Start button	.....	Pause
Select button	.....	Change View/Weapon Display [Select + Directional Button Down (↓) = Change View] [Select + Directional Button Right (→) = Change Weapon Display]

# GAMEPLAY SCREEN DESCRIPTION [HUD]



WHEN CALYPSO VISITED ME THAT NIGHT, HE ALSO VISITED A BUNCH OF OTHER LUNATICS LIKE ME. HEY, PEOPLE A LOT STRANGER THAN ME, TO BE HONEST. BUT WE ALL GOT NOTHING TO LOSE, SO WE ALL AGREED TO PLAY. I GUESS I'M GONNA HAVE TO GET THESE OTHER FREAKS JUST TO GET MY REVENGE.

## MAIN MENU

Learn the stories behind this year's TWISTED METAL contestants by selecting ONE PLAYER Story Mode. If a pure battle is more to your liking, try one of these modes: Challenge, Endurance, Death Match or Last Man Standing.

Select from one of the following list of options.

**one player:** Battle alone in either Story, Challenge, or Endurance Mode.

**multi-player:** Fight with up to 4 players in Death Match Mode or select 2 Player Co-Op Story or 2 Player Last Man Standing.

**options:** Adjust the game settings.

**movies:** View the in-game movies that you have unlocked through gameplay.

**load game:** Load a previously saved game. To load a saved game, select the memory card slot of the memory card (8MB) (for PlayStation®2) with the saved game to be loaded. Press the **X** button to load the saved game.

**NOTE:** Upon boot-up, with a memory card inserted, the game will auto-load any saved options settings, unlocked items, and Endurance Mode High Score.

## OPTIONS MENU

**Difficulty:** Easy, Medium, or Hard

**Controls:** Classic, Run 'N Gun, or Control Freak. Press **[← or →]** to view the alternate control layouts.

**Vibration:** Turn ON/OFF the vibration function of the DUALSHOCK™ 2 analog controller.

**FX Volume:** Adjust the sound effects volume.

**Music Volume:** Adjust the background music volume.

**Brightness:** Adjust the brightness level of the screen.

## Save to Memory Card (8MB) (for PlayStation®2)

To save the Option Settings, Endurance Mode High Score and any unlocked Movies, select the memory card slot of the memory card (8MB) (for PlayStation®2) to be saved to. Press **[X]** to save the game. When saving the game for the first time, ensure that the memory card (8MB) (for PlayStation®2) has 82KB of space or more available.

**NOTE:** When playing Story Mode, you can save your progress after successfully completing each level. Memory Card slots 1, 1-A, 1-B, 1-C, 1-D, and 2 are supported.

ANYONE LESS  
THAN MYSELF



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JUNE 21

PEOPLE ASK HOW I CAN DRIVE  
WITHOUT MY EYES. I DUNNO REALLY.  
IT'S LIKE ALL MY OTHER SENSES,  
THEY'VE GOTTEN ~~BETTER~~... STRONGER.  
I DROVE BY A GROUP OF KIDS TODAY,  
JUST GETTING OUT OF SCHOOL. I  
DON'T KNOW HOW BUT I KNOW  
THEY WERE LOOKIN' AT ME.  
I KNOW THEY WERE AFRAID...  
I COULD ... SMELL IT! AND I  
CAN SENSE THE DOG TOO... I  
CAN FEEL HIM... I KNOW HE'S  
OUT THERE.., AND WHEN I WIN  
CALYPSO'S GONNA DELIVER  
HIM TO ME ON A SILVER  
PLATTER...



**AUTOMATIC  
POWER**

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# Sweet Tooth' Serial Killer on the Loose!

## GAME MODES

### One Player

#### Story

Choose a vehicle and advance through the battlegrounds to unlock the story.

#### Challenge

Choose a vehicle and battleground. Then challenge computer-controlled opponents in a fight to the finish. This mode is great for learning the intricacies of the battlegrounds and the way each opponent fights.

#### Endurance

Choose a vehicle, a battleground and fight an endless series of opponents using a single vehicle. Unlock secret levels if you destroy enough opponents.

### Multi-Player

#### 2-4P Death Match

2 to 4 Players choose their vehicles and a battleground, then battle each other to the finish. Teams can be formed with 3 or more players.

Note: Playing 3 or 4 player Death Match Mode requires the multitap (for PlayStation®2). Ensure that the multitap (for PlayStation®2) is connected to Controller Port 1 and that a controller is connected to Controller Port 1-A.

#### 2P Co-Op Story

Two players fight as a team to advance through the battlegrounds.

Note: Both players share one set of lives. If there are 0 lives remaining and either player is destroyed, the game ends.

#### 2P Last Man Standing

Two players fight to the end with an identical list of vehicles. The players alternate choosing vehicles - Player 1 chooses the first vehicle, Player 2 chooses the second, Player 1 the third, etc. As each vehicle is destroyed, the player uses the next car on his/her list. The winner is the one who destroys all of his/her opponent's vehicles.



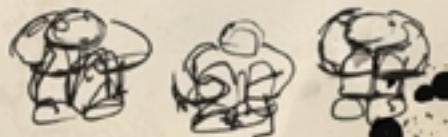
X LOVING  
IT A SWARM

-12-



JUNE 23

DAMN THAT DOCTOR! MY FACE HURTS SO MUCH, I FEEL LIKE I WANNA TAKE A KNIFE AND JUST SLICE THE DAMN THING OFF! IN THE ASYLUM, I WAS ONE OF THE CALM ONES... I NEVER HURT NOBODY. BUT THINGS ARE GETTING TOUGH OUT HERE... THIS CONTEST, IT AINT EASY. I THINK I NEED MORE OF A KILLING INSTINCT--- MAYBE I ~~SHOULD~~ SHOULD STUDY THE CLOWN MORE.., SEE HOW HE DOES IT, MAN... AM I READY TO DIE FOR REVENGE?



NERVOUS CHILDREN

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# WEAPONS

Scattered among the buildings and innocent bystanders is a vast array of weapon pick-ups that contestants can use to destroy each other. Run over the weapon icons to pick them up. Each pick-up is color-coded to match the color of the weapon icon in the Weapon Inventory Box.

Note: Some of these weapons can be "rear-fired", sending the weapon flying backwards towards tailgating opponents. Experiment to find out which ones can be rear-fired. For instructions on how to rear-fire your weapons, see p. 20.

## MACHINE GUN

The standard Machine Gun is good for cutting down any minor obstacles that cross your path. Though its ammunition is unlimited, pay careful attention to the Machine Gun Overheat Light. Once it changes to "red" the Machine Gun needs to cool off before another round can be fired.



## WEAPON PICK-UPS

### MACHINE GUN UPGRADE

The Machine Gun Upgrade increases the Machine Gun's rate of fire and inflicts slightly more damage than the standard Machine Gun. The amount of ammunition is limited, so choose your targets wisely.



### HOMING

The Homing missile has great tracking ability. Fire the weapon and it will relentlessly hunt down the nearest opponent. But its tracking ability does have a price. The warhead inflicts minimal damage and requires multiple hits to take down an opponent.



### FIRE

The Fire missile strikes a balance between the lethality of the Power missile and the tracking ability of the Homing missile. While not as punishing as the Power missile, its scaled-down homing ability increases the chance of hitting opponents.



## POWER

Fire the Power missile and anything in its path will be destroyed. This warhead packs enough explosive power to level a small building, but because it lacks any tracking ability, its long-range usage is limited.



## GAS CAN

In the right hands, this explosive weapon can be extremely devastating. This weapon can be fired forward, but it can also be dropped for a deadly Gas Can Power Up blast.



Firing this weapon hurls a large Gas Can across the sky. As the Gas Can flies through the air, a red targeting reticle follows it along the ground. Let the can soar until it impacts something or press the Fire Weapon button [default: L2] again to bring down the incendiary upon the targeting reticle. Any combatants near the targeting reticle will burn from the resulting flames. But for the unfortunates at the center of the targeting reticle, the resulting punishment is far greater.



The Gas Can can be dropped behind (executed by quickly pressing ↓, ↑, ↓ on the directional button and then the Fire Weapon button) for unsuspecting opponents in pursuit. Once dropped, either pressing the Fire Weapon button or making contact with the Gas Can will cause it to explode. However, if it is left untouched, the Gas Can will continuously charge up (indicated by the "Gas Can Power Up" on-screen text) and produce a destructive blast unequaled by any other weapon.

## RICO

The Ricochet weapon's disc-shaped design gives it the unique ability to reflect off walls without exploding. Though hurling it forward will crush any opponent, the Ricochet weapon's main power lies in skillfully ricocheting it before impact. If done correctly, a "Bank Shot Bonus" is awarded where the Ricochet weapon's damage is heavily increased.



## ENV

The Environment weapon's abilities are battleground-based and once fired, will trigger attacks from environmental objects. But take note that not all battlegrounds have Environment attacks. Experiment to find what the Environment weapon will do in each battleground.



## SPECIAL

The Special Attack is different for each of the vehicles. Some can even be fired backward. See the Characters/Vehicles descriptions on pp. 24 to 35 for an explanation of each Special Attack.



## SKILL-BASED PICK-UPS

The Skill-based weapon pick-up (a constantly color-changing icon) offers some of the most destructive weapons available. Once collected, one of three Skill-based weapons will be randomly awarded to the player. These weapons require more "skill" and technique to use effectively than the other weapon pick-ups. To master these weapons, extensive practice is mandatory.



## RETICLE

The Reticle weapon offers one of the strongest attacks. Upon selecting the weapon, a five-second timer and green targeting box appear. Pressing the Fire Weapon button [default: L2] will begin the timer countdown. If an opponent enters the green targeting box, a

targeting reticle will appear, indicating that the target is "locked-on". As long as the opponent remains inside the green box, the targeting reticle will change color from green to yellow to red. The color indicates the number of homing missiles that will be sent rocketing towards the locked-on opponent when the Fire Weapon button is pressed a second time. The closer the color is to red, the more missiles will be delivered. When the maximum number has been reached, the targeting reticle will flash and a "beeping" alert is given. If the weapon is not fired before the timer reaches zero, it will backfire and the attack will be lost!

## SAT

The Satellite weapon reigns down terror from above. Select the weapon and a targeting reticle will appear on the ground. Once the Fire Weapon button [default: L2] is pressed, a barrage of missiles is sent soaring skyward as the targeting reticle's color changes from green to yellow to red. The missiles will automatically impact the reticle once it reaches red and flashes. To bring the weapon immediately crashing down upon the targeting reticle, press the Fire Weapon button again. But don't press the Fire Weapon button too quickly. The longer the missiles stay in the air, the more damage will be caused. Also, the closer the opponent is to the center of the targeting reticle upon impact, the more damage he/she will receive.



## ZOOMY

The Zoomy weapon fires a barrage of ten missiles at opponents. If you can score a hit with all ten, you will be rewarded with a large damage bonus.



## OTHER PICK-UPS

### HEALTH

To make quick, minor repairs to your vehicle, collect the Health pick-ups. Though not useful for repairing extensively damaged vehicles, these pick-ups can give you the necessary amount of health to get to a Repair Station for major repairs.



### TURBO

Each vehicle is equipped with Turbo boost. Activate it by quickly pressing the Gas button [default: □] two times and watch your vehicle surge forward. Pay close attention to your Turbo Meter and make sure to pick up bottles of Nitro to refill it.



### BLACK CUBES

These mysterious Black Cubes unlock secret battlegrounds for you to fight in. Look carefully for they are hidden well. Also keep in mind, only certain levels contain the Black Cubes. It's up to you to discover which ones...



### HELICOPTERS

A group of helicopters have been sent by Calypso to deliver pick-ups to the contestants. Be careful not to destroy the helicopters before you've taken the pick-up they carry. Also, the helicopter pick-ups cycle, changing every few seconds. Make sure you time it just right so you can grab the pick-up you really want.



CALYPSO TOOK IT UPON ~~HIMSELF~~ TO MODIFY EACH OF OUR ~~CARS~~ VEHICLES TO EXECUTE (~~I HATE~~ THAT WORD) THESE ENERGY ATTACKS. I COULDNT IMAGINE HIM TOUCHING MY FATHERS PRIZED CAR.. BUT I LET IT GO, ANYTHING THAT WILL MAKE IT EASIER TO GET MY WISH IS OK WITH ME..



## ENERGY ATTACKS

Every vehicle has the ability to perform Energy Attacks with energy drawn from a constantly recharging Energy Meter. Each Energy Attack requires a different amount of energy, so without the required amount, energy-hungry attacks, such as the Shield, cannot be executed.

To perform each of the following, quickly press the directional button in the order indicated.

Note: To execute Energy Attacks with the left analog stick, move the left analog stick in the order indicated and immediately press the L3 button.

Energy Attack	Description	Command
Freeze	An ice-based projectile that temporarily freezes opponents in their tracks. To break a freeze, rapidly press any controller button. Avoid freezing an already frozen opponent otherwise you'll receive a "Cheap Shot" and the weapon will backfire.	↑, ↓, ↑
Mine	A rear-dropped land mine that explodes upon impact.	→, ←, ↓
Charge-Up Mine	A land mine that causes more damage.	→, ←, ↓ (hold ↓ for one second)
Invisibility	Once executed, your vehicle temporarily "disappears" from sight and radar, making this perfect for sneak attacks or escaping opponents.	←, ←, ↓, ↓
Shield	A temporary energy shield that can withstand all opponent attacks.	→, →, ↓, ↓
Jump	This move is perfect for clearing low-flying projectiles.	Cycle Weapons left button + Cycle Weapons right button (simultaneously)
Rear-fire Weapon (does not require energy to execute)	Rear-fires the selected Weapon (functions only if a Weapon pick-up is available).	←, →, ↓ + Fire Weapon button

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## REPAIR STATIONS

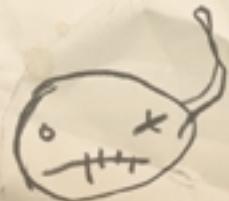
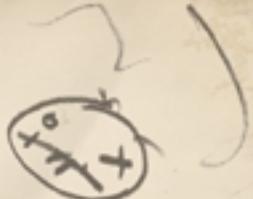
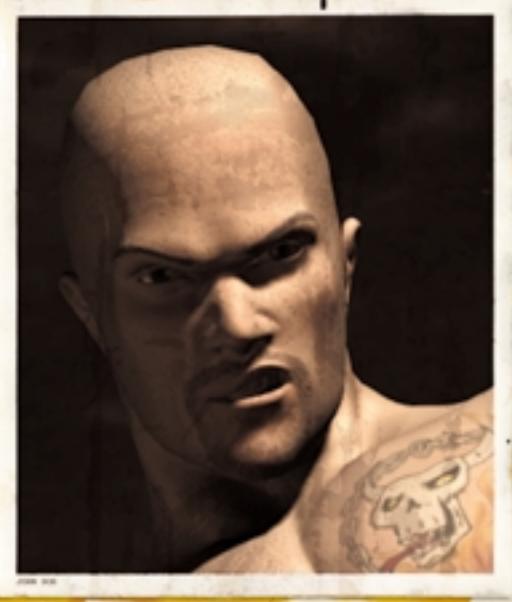
Located in each battleground are Repair Stations (look for the "+" symbol on the Radar). Drive up the ramp and the vehicle's structure will be restored. Use them sparingly, because the Repair Stations are designed for only a limited number of repairs.



LIFE = DESTRUCTION



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CAPACITY OF CLONES

JUNE 25

ALL OF THESE OTHER DRIVERS...  
LAUGHING SCREAMING OUT AS  
THEY RACE BY... THE DEVIL  
HIMSELF MUST BE IN THEIR  
HEARTS. BEFORE EVERY RACE, I  
USED TO PRAY... PRAY FOR PROTECTION.  
BUT NO ONE ANSWERED MY PRAYERS.  
THAT'S HOW I ENDED UP HERE.  
MAYBE THE ONLY WAY OUT IS  
TO ASK THE DEVIL FOR A FAVOR.



# CHARACTERS AND VEHICLES

Calypso's tournament can't take place without willing participants. Each of the following contestants has spent extensive time behind the asylum's walls...now that they're out, who knows what they'll do.

## JUNKYARD DOG

**Driver:** BILLY RAY STILLWELL

Billy Ray Stillwell was a simple farmer. He toiled the land on his father's farm with his wife (naturally, his high school sweetheart). Life was simple and good.

Every afternoon, Billy Ray walked the fields to observe his crops. He figured that it would only be another two weeks until his corn was ready to be harvested.

The crop looked good this year, better than he had expected. Maybe with the extra money, he could buy that ring his wife had seen in the city. She had been with him through the worst of times. She truly deserved it... didn't she?

### Vehicle: JUNKYARD DOG

Billy Ray's vehicle, the Junkyard Dog, is a run-down tow truck that helps him earn a second income. At night, along the country road, he tows stranded motorists to the local mechanic for repairs. Its Special Attack is a launchable spiked ball that dangles from the truck's tow arm. Press the Fire Weapon button [default: L2] once to hurl it and a second time to bring it down upon the targeting reticle.

HASC



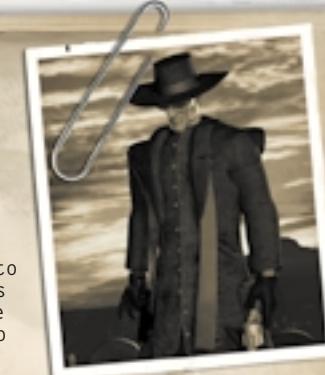
## BRIMSTONE

**Driver:** PREACHER

Though only an evangelist, Preacher travels from town to town in hopes of sharing his religious vision with anyone who will listen. He hopes to eventually gain forgiveness and be allowed back into the Lord's good graces. His tireless pursuit to become ordained has led many, even his followers, to believe that he is actually a fanatic, driven by excessive madness.

### Vehicle: BRIMSTONE

This rusty, travel-worn vehicle serves as Preacher's traveling church and also his place for penance. Chained and shackled in the back is a poor soul who refuses to answer for his sins. Beware Brimstone's Special Attack - Preacher has convinced his followers that death is the only option for those who refuse to believe. A maniacal follower fully strapped with dynamite is hurled towards opponents to grab onto the vehicle's roof. Once he makes contact, he'll sacrifice himself in the hopes that the opponent's sins will be redeemed.



## OUTLAW

### Driver: AGENT STONE

Agent Stone comes from a family with a strong tradition in law enforcement. Both his father and uncle were cops, and so was their father. When he graduated from school, Agent Stone followed in their footsteps and joined the police force.

During his training, it was discovered that he was an exceptional shot - one of the best. That was when he was assigned as a sniper.

People always wondered if Agent Stone minded killing, but to him it was part of the job. On the rare occasions that he did have to use lethal force, there was never another choice. It was either kill the bad guys or somebody's son or daughter didn't come home that night. He was their guardian angel, they needed him and his abilities.

But deep inside, Agent Stone was getting restless...

### Vehicle: OUTLAW

Outlaw is the standard issue armored SUV of the SWAT team. Its Special Attack comes in two forms. Fire the Special Attack and Agent Stone will rise up from inside Outlaw as his custom-made, rapid-fire, rotating turret relentlessly fires at any nearby opponents. If Agent Stone can directly line up an opponent with his laser sight, rapidly pressing the Fire Weapon button [default: **L2**] will send an onslaught of missiles and bullets toward the target.



## MR. GRIMM

### Driver: MR. GRIMM

Mr. Grimm and his best friend Benny were drafted into the war when they were only 18 years old. Straight out of high school, neither one was prepared for the terror of the Vietnam jungles. Their army was outnumbered, outclassed and unprepared.

Platoon after platoon fought the enemy bravely, but quickly fell. The horrors of each battle tortured the survivors. The screams from nightmares could be heard in the trenches each night.

Mr. Grimm and Benny saw their comrades fall ten at a time... they knew that their time would come too. They swore to always watch each other's back...



### Vehicle: ARMORED MOTORCYCLE

Mr. Grimm stole his Commander's armored motorcycle after he had seen him ripped to shreds by friendly fire. Its Special Attack, a scythe once used to clear the fields in Vietnam, now delivers a quick, but explosive, death to combatants. It is one of the most powerful Special Attacks available, but it is also one of the most difficult to use.



## ROADKILL

### Driver: JOHN DOE

John Doe can't remember who he is, what he did, or whom he did it to. The only thing he knows is that his body is covered in tattoos that could possibly reveal the past to him. One day he's going to discover the truth... but will he like what he finds?



### Vehicle: ROADKILL

Roadkill's creation is as mysterious as its driver. John Doe only knows that Roadkill is his to drive and that it is equipped to win. For its Special Attack, Roadkill fires a series of missiles. The longer the Fire Weapon button [default: L2] is depressed the more missiles will be fired in a single volley. Watch as the missile indicators light up one after the other. Once it is fully charged, the lights will flash, indicating that it is charged for maximum damage. Make sure to fire it right away. Holding onto the charge too long will backfire, resulting in a lost attack.



**Penalty of Death**  
Customization: Enhanced

## CRAZY 8

### Driver: Frank McCutcheon

(AKA: No-Face)

No-Face was a boxer at the local gym. His father was a championship boxer. Bout after bout, his dad knocked out fighter after fighter, most often in the first round. No-Face knew he had a champion's blood in him.



But unlike his father, No-Face has never been a contender for the National Title. Each week he fought purely for the love of the sport. Every fight would go the distance and the fans loved the show that No-Face put on.

Tonight's bout was going to be an easy one. The bookmakers had listed him as a favorite against the newcomer. No-Face's confidence was strong. But all that changed once he stepped into the ring...



### Vehicle: CRAZY 8

No-Face drives the very car that his father won in a title match many years ago. Its dated appearance hides its advanced Special Attack. When initiated, Crazy 8's Special Attack surrounds the car in an electric surge that seeks out nearby targets. An additional surge explodes with every tap of the Fire Weapon button [default: L2] (press it repeatedly for max damage). The electric field can also be

charged up by pressing the directional button rapidly three times in the direction of the enemy (up, left, down or right) before pressing the Fire Weapon button. Make sure to keep opponents close, otherwise the electric connection will be lost.



## SPECTRE

### Driver: BLOODY MARY

Mary was the odd girl out during school.

Her mom always assured her that she was just a "late bloomer." But those pleasantries didn't help much. Her first love was in grade school. Nervously she told the boy of her feelings for him...she had been working up the courage for months. She poured her heart and soul out to the young boy. His response couldn't have been worse... "I wouldn't kiss you in a million years, you ugly fat cow." With a shove, he pushed Mary into a pile of mud. Hurt and outraged, she knew she had to punish him. After that, she was never the same again...



### Vehicle: SPECTRE

While attending one of her friend's weddings, Bloody Mary ripped off the bride's brand new sports car and escaped unnoticed. Its Special Attack is a screaming fiery missile that locks-on to its target. Once target lock-on is achieved (signified by the Opponent's Indicator Icon changing to red), press the Fire Weapon button [default: L2] to send the missile flying. It will burrow underground and through walls to relentlessly reach its target. Listen for the Special Attack's signature scream. If you hear it, watch the Radar for a red "+" target lock-on symbol. If it starts to move towards the center of the Radar, run for cover because you're its target.



## DARKSIDE

### Driver: DOLLFACE

Dollface grew up in a dysfunctional family. She had no siblings and her father and mother worked fifteen hours a day. At the age of 10, her home life grew even worse when her

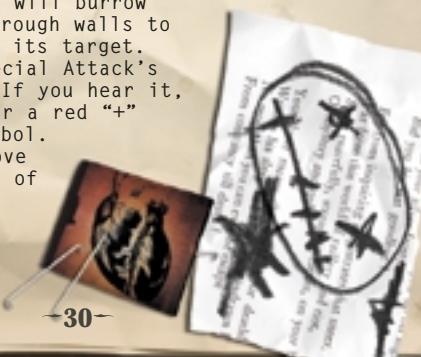
mother unexpectedly passed away. For the many years that followed, Dollface would occasionally hear her father mumble "It's all your fault...".

Now, years later, Dollface has a new job with a man who, oddly enough, reminds her of her father...



### Vehicle: DARKSIDE

Darkside was hijacked from the truck driver Dollface hitched a ride from. This armored behemoth is perfect to ram through opponents. When firing the Special Attack, Darkside accelerates to breakneck speed and crashes through anything in its way. Take note that the Special Attack can be rear-fired as well. Plus, ramming an opponent into a wall or "T-sliding" into an opponent will cause greater damage.



## SHADOW

### Driver: RAVEN

Her friends called her "Raven" because of her fixation with the starkly black bird and also the black leather and dark makeup she wears.

Raven despises the "in-crowd" at school and disassociates herself as much as possible. But no matter how much she tries to avoid them, they keep picking on her and her small group of friends. "Why can't they just leave us alone?"

One day, her friend fell victim to a prank gone awry. Soon she'll have the chance to set things right...



### Vehicle: SHADOW

Raven stole the hearse that delivered her friend from the cemetery home to the funeral home to the cemetery. The Special Attack gained the hearse the name "Shadow". Firing the Special Attack launches an explosive "shadow" along the ground. It mysteriously travels towards its target as if controlled by dark occult powers. With the Special

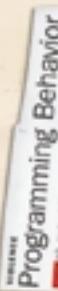
Attack fired, press the Fire Weapon button [default: **L2**] a second time and it will detonate in a fiery blast. Be on the look out for a secret Special Attack that shows Raven's true powers.



## SWEET TOOTH

### Driver: SWEET TOOTH

The first time Sweet Tooth killed someone he didn't even flinch. He did it as skillfully as a trained surgeon and without regrets. After the first one, it was obvious that he had found his calling in life. He quickly developed an insatiable thirst for blood. Sometimes his victims were meticulously hunted down, but most were randomly chosen and just unlucky to have crossed his path. No one was safe.



### Vehicle: TASTY TREATS ICE CREAM TRUCK

This ice cream truck's whimsical nature hides the truck's true function - a place for Sweet Tooth to commit his treacherous acts. Its appearance makes it easy to lure his most innocent victims. And more often than not, the freezer is used to store other "items" besides the frozen treats Sweet Tooth sells. The truck's heavy control and slow speed are offset by the devastating nature of its Special Attack.



NO WORK AND NO PLAY  
MAKES FRANK A DULL BOY

## BONUS CHARACTERS/ VEHICLES

Calypso has invited four more contestants to participate. But it's up to you to find each one of them. Search carefully if you wish to find them.



### YELLOW JACKET

**Driver:** CHARLIE KANE and SON

Charlie's son was like most normal boys. He brought home good grades, was respectful to everyone he met...an all around well-mannered child. It was his older brother that the rest of the neighborhood talked about though - the really bad Kane child. Everyone knew about him. But even the terror that

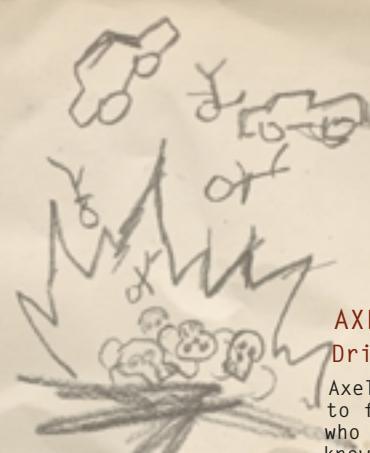
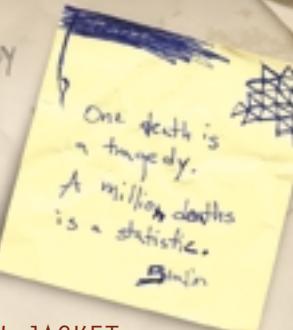
he brought could not disturb the close relationship of Charlie and his younger son. They were the joy and light in each other's eyes. Nothing could separate them... not even death.

**Vehicle:** YELLOW JACKET

Yellow Jacket is the taxicab that Charlie drove almost every day. It is also the same taxicab that he was murdered in. For the Special Attack, eight explosive-tipped spikes protrude from all sides of Yellow Jacket. Either press the Fire Weapon button [default: L2] to launch the sharp spikes or ram an opponent to drive them deep into the metal, causing even more damage. To experience the Special Attack's true power, try "Turbo" ramming your opponents with the spikes exposed.



MACHINE



### AXEL

**Driver:** AXEL

Axel enters the contest to find and kill the man who murdered his wife. He knows that revenge is the only thing that will ease his anguish. But is he prepared to face his true love's killer?



### Vehicle: AXEL'S TWO-WHEELED MACHINE

Fueled by pain and anger, Axel builds the two-wheeled death machine for penance. He straps himself between the giant wheels to punish himself for the death of his wife. His guilt is eased each time his bare feet are shredded along the ground. Axel's Special Attack lets loose an electrified ring to damage nearby opponents. Rumored is a secondary Special Attack that advantageously uses the giant wheels.

Can you find out who/what are the other two bonus characters/vehicles?



# Entire Supermarket Butchered By Ice Cream Truck Killer!

June 28



WHEN I WAS A BOY, MY FATHER  
USED TO TAKE ME TO THE FIGHTS.  
I USED TO INFECT ~~ME~~ THAT  
KIND OF PAIN... TO SEE  
THAT BLOOD GUSHING AND KNOW  
IT WAS ALL BECAUSE OF ME. I  
USED TO PRACTICE ON MY  
~~brother~~ BROTHER... AND THE  
OTHER KIDS IN THE  
NEIGHBORHOOD. AFTER SCHOOL,  
I KNEW THE ONLY THING I  
COULD EVER BE WAS A FIGHTER...  
WHO KNEW IT COULD ALL  
GO SO WRONG.

**Unbeatable**



# BATTLEGROUNDS

Each battleground is filled with its own challenges and pick-ups to optimize destruction... Almost everything is open game... the houses, buildings and helicopters. Lob a Gas Can or two and see what happens.



## JUNKYARD

The Junkyard continues to function oblivious, despite the battle. Take caution of the car crushers that will take out unsuspecting victims. The ENV weapon involves the abandoned warplane. Use it and watch your opponents scramble for cover.



## SUBURBS

Prepare to battle in a dark suburbia where condemned buildings and an asylum reside. Watch out for the pedestrians and fodder-cars that line the streets. Blast into the mall for access to pick-ups and a place to catch your breath. But beware the lightning storm brewing overhead.



## FREEWAY

Battle along the freeways of Midtown, a huge city that teems with life. Take the exit ramps to launch into the upper floors of the State Hospital or to join the sprint races in the local stadium. Try to avoid the speeding traffic that gets in the way. Or you could simply run them down...



## DOWNTOWN

The seedy streets of Downtown are the perfect setting to do battle with the other inmates. The tall buildings make it difficult to see missiles coming around the corner. Also, be careful where you fire your weapons because there are many innocent bystanders walking the streets. The aqueducts holding the city's water supply aren't very safe either. The R&D Chemical plant has decided to use it as their toxic dumping ground.



## HIGHWAY LOOP

The highly trafficked Highway Loop is a circuit of death. The design of this battleground leaves you open to attacks from the front as well as the rear. Plus since there aren't too many places to hide, expect to be constantly bombarded by your opponents. Watch out for the missing barricades because the much-needed highway repair has fallen behind schedule - one wrong move and you'll plummet to your death.



## PRISON PASSAGE

On this battleground, fight in and above the bowels of a ship destined for a desolate prison island. The battleground is huge, so be sure to explore it thoroughly. But beware, no one has ever gotten off the island...



## The Basics of Recovery

Establish our own need for support from friends and family.

Remain hopeful and envisioning a future of growth and development.

Peer support help keep us keep grounded.

Having the right to choose... without it there is no reason.

Knowing that you are not a label a challenge. You are a living, developing person... not an machine.

Protect and nurture our personal selves.

safe niches



natural support



reconcil

### SNOWY ROADS

This small battleground is extremely treacherous; a wrong turn will send you tumbling down the side of the mountain. The snow cuts down on visibility and the narrow passageways are sure to make the combat fierce and unpredictable.

### DRIVE-IN MOVIE

An old Drive-in Movie site sets the stage for this battleground. Its flat open ground is perfect for all-out warfare. But don't get too caught up in the fight, otherwise you'll miss the battle unfolding on the big screen.

### SKYSCRAPERS

High above the city are the rooftops of the corporate-owned Skyscrapers. Without fences, railings or walls to hold visitors in, the Skyscrapers are a very dangerous place to be. Driving too fast or getting blasted near the edge will send you plummeting to the smog-congested streets below. Also, the abandoned church across the way begs to be explored...so does the downed jumbo jet strewn across the rooftops.

### MULTI-PLAYER BATTLEGROUNDS

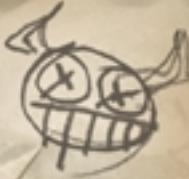
For multi-player battles, you can challenge your friends in any of the battlegrounds from Story Mode. But better yet, why not try the multi-player only battlegrounds to really see who's the best?

THEY SAY THE MIND  
BENDS AND TWISTS  
IN ORDER TO DEAL  
WITH THE HORRORS  
OF LIFE --



... SOMETIMES THE  
MIND BENDS SO MUCH  
IT SNAPS IN TWO,

JULY 1



THE END IS NEAR.. I CAN  
SENSE IT. WILL THE DOG BE  
WAITING FOR ME AT THE  
TOURNAMENT'S END? WILL  
I EVEN SURVIVE THAT  
LONG? I HOPE - IF ANYONE  
FOUND THIS JOURNAL - THAT  
YOU'VE LEARNED # SOMETHIN'  
ABOUT ME. I'D HATE TO DIE  
AND BE FORGOTTEN.

PS. IM LEAVING THIS JOURNAL  
BEHIND FOR THE SUCKER WHO  
FINDS ME KISSING. ~~ST~~  
I'VE LEFT BEHIND A BUNCH  
OF NOTES. BUT DONT TRY  
TO FIND ME... AND DONT  
WARN THE DOCTOR THAT IM  
COMING FOR HIM. I DONT  
WANT TO HAVE TWO PEOPLE  
I GOTTA GO AFTER.



~~BACK~~

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# THREADZ

A STRANGE THING HAPPENED YESTERDAY. I  
NOTICED THAT A GUY I RAN OVER WAS WEARING  
THIS TEE SHIRT... DIDN'T REALIZE OUR  
FRIEND WAS SO FAMOUS... MAN, I  
JUST WISH I WAS THE ONE WHO RIPPED  
HIS DAMN MASK OFF! ~~I'VE~~ I'VE ALWAYS  
WANTED TO SEE HIM FACE TO FACE.  
ANYWAY I'M KEEPING THE SHIRT FOR ~~MYSELF~~



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